Mists over Carcassonne

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THE EXPANSION:

GHOSTS, CASTLES AND CEMETERIES

Mists over Carcassonne is not just the first cooperative version of Carcassonne, it is also the **Ghosts, Castles and Cemeteries** expansion for the base game. Use the elements you have learned about and encounter new challenges in your traditional, competitive, games. You can also use only parts of the expansion, or even combine it with other expansions.

We will now explain how to use **Ghosts, Castles and Cemeteries** as an expansion by comparing its differences to the base game.

GAME COMPONENTS AND SETUP

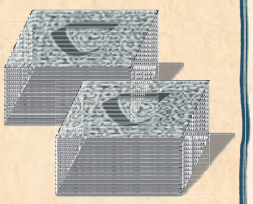
Place the new, large, starting tile in the middle of the table.

Return the base game starting tile to the game box.

Mists over Carcassonne starting tile (counts as 4 tiles)

Shuffle all 60 land tiles from **Mists over Carcassonne** (marked with) with the base game tiles.

Place them in a face-down supply on the table as usual.



Supply of face-down land tiles

You will only need 1 scoring track. Better to use the one from the expansion, leaving the one from the base game in the game box.

Give each player (including yourself) 2 guard meeple and 5 base game meeple in the color of their choice.

Place a 6th meeple in each player color onto space 0/50 of the scoring track. Return the remaining base game meeple to the game box.

Place the remaining guard meeple in player colors in a supply next to the scoring track. Return any guard meeple in unused colors to the game box.

Place the 15 ghosts in a general supply next to the scoring track.

Leave the goal tile and level summary from **Mists over Carcassonne** in the game box.

You can also leave the two hounds in the game box – they don't like competitive games.

OBJECT OF THE GAME AND GAMEPLAY

The object of the game and gameplay are the same as in the base game. Players take turns and try to score as many points as possible by placing land tiles each turn. Additionally, you can mess with your opponents' building plans here and there.

You must still make sure, though – as with the cooperative variant – to place ghosts. Don't worry, nobody loses if the supply of ghosts runs out. Instead, this expansion lets you use them to your advantage to drive off your opponents' meeple.

Mist and Ghosts

1. Place land tile

First, draw a tile and place it. You must follow the same rules as in the cooperative variant (see page 5 of the rules).

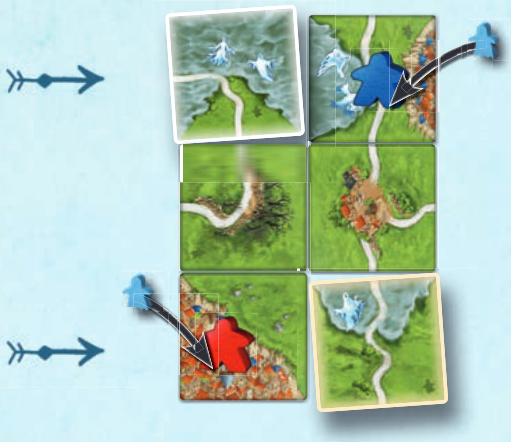
You can also ignore the mist here when placing, as it always lies on top of a road or a field (it is not terrain itself). The rules for all other types of terrain (cities, roads, and fields) remain unchanged.

2a. Place ghosts

The ghosts depicted in the mist have no effect – ignore them. However, you still have the option of adding ghosts to the game. This depends on how you place your tile:

- **Expand the mist:** You place *a tile with mist* on it such that at least 1 side expands an existing mist bank.
  It doesn't matter if you finish the mist bank.
  You just have to **expand** it.
  You **must** then add 1 ghost to another player's meeple (knight, farmer, cemetery keeper, etc.) on the game board.

- **Limit the mist:** You place *a tile* (with or without mist on it) such that at least 1 **misty side** is placed next to a **mist-free** side of a tile. In this case, you **must** then add 1 ghost to one of **your own** meeple of your choice on the game board.



- It can happen that you simultaneously expand one mist bank while limiting another. In that case you **must** first add 1 ghost to another player's meeple on the game board, after which you **must** add 1 ghost to one of your own meeple on the game board.

If the general supply of ghosts has run out, you don't need to add any ghosts.

Or, the other way around: If there aren't any meeple you can add a ghost to, then you skip step 2a.

Drive off meeple

As soon as you add the **3rd ghost** to a meeple on the game board, you **must** return the **meeple and the ghosts** to their respective supplies.

It doesn't matter whose meeple it is.

You limited the mist and must therefore add a ghost to one of your meeple . Since this is the third ghost, your meeple is terrified and runs away. In other words, you return it to your supply, while also returning the ghosts that were haunting him to the general supply.

2b. Place a meeple

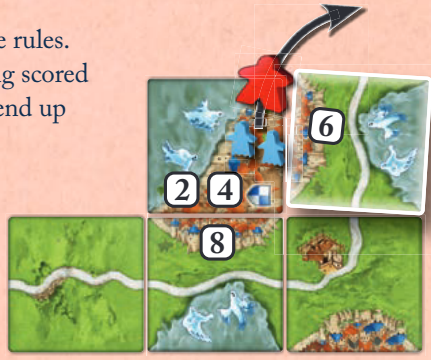
After potentially placing ghosts, you may place one of your meeple onto the just-placed tile in accordance with the base game rules.

3. Score points

Finally, score in accordance with the base game rules. However, each ghost added to the meeple being scored costs you **-2 points.** This means that you may end up scoring negative points.

Don't worry, you can't go lower than 0 points on the scoring track.

Afterwards, return the scored meeple and any ghosts added to it to their respective supplies.



You finished the city by placing this tile. The city would normally be worth 8 points. However, 2 ghosts were added to the meeple being scored. You must subtract 4 points from your total, so this scoring only brings you 4 points.

Guard Meeple

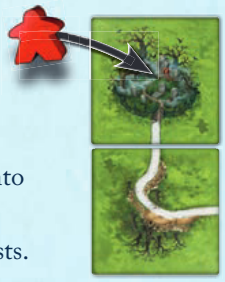
You may **never** add ghosts to a guard meeple. They can't be terrified and driven off the game board. Other than that, they function like a base game meeple (you can place them as a farmer, monk, etc.).

Cemeteries

1. Place land tile

Place cemetery tiles as usual.

The cemeteries have a completely **different function** in the expansion than they have in the cooperative version.



2b. Place a meeple

You may place a meeple or guard meeple onto the cemetery as a cemetery keeper.

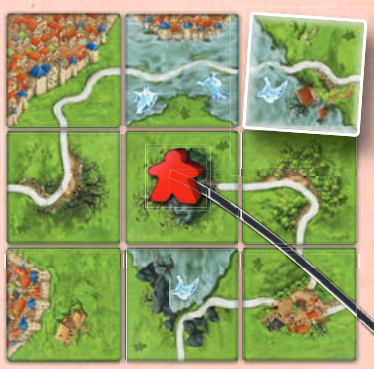
Remember: The meeple can by scared off by ghosts.

3. Score points

In the expansion, you score a cemetery as soon as it is fully surrounded by tiles (like a castle or cloister).

Then take an additional **guard meeple** of your color from the general supply and add it to your own supply. You now have another meeple at your disposal.

Return your cemetery keeper to your supply.



By placing this tile, you have completely surrounded the cemetery. You score it at the end of your turn, taking a guard meeple from the general supply and adding it to your own.

You will have another meeple at your disposal from now on.

Finally, return your cemetery keeper to your supply as well.

If there aren't any guard meeple in your color left in the general supply, then you already have a sizeable advantage and don't get any more.

Note: If ghosts have been added to your cemetery keeper when you score it, you get -2 points for each ghost as usual.

Castles

1. Place land tile

Place castle tiles as usual.

2b. Place a meeple

As in the cooperative game, you may place a meeple on a castle. This can be a meeple or a guard meeple.

Remember: The meeple can be scared off by ghosts.

3. Score points

You score a castle as soon as it is completely surrounded by tiles (like a cloister).
Score **2 points** for each surrounding tile with **mist** on it (including the castle tile itself).

Fields and Mist

As in the base game, you can place famers in this expansion.

But watch out: Mist acts as a border to fields the same way that cities do. Also, farmers are afraid of ghosts, too.

If you place a guard meeple as a farmer, then of course it is safe from ghosts.

You have a meeple placed as a farmer on a field. Your opponent also has a farmer on a field, but she has placed a guard meeple. Therefore, you can't use ghosts to drive her off the field.

You place the tile with the city and mist between your two fields. Since the mist acts as a border to fields, you can use it to separate the two fields.

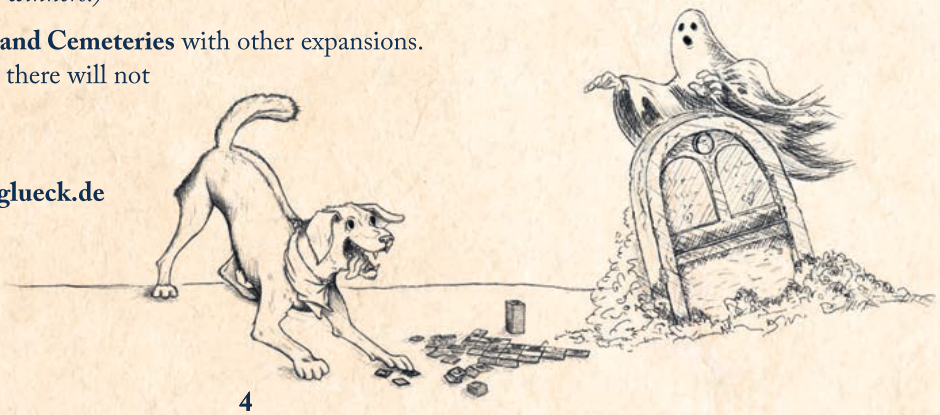
FINAL SCORING

Final scoring is the same as in the base game.
Additionally, score the expansion tiles as follows:

- Each ghost added to your meeple is worth **-1 point**.
- Each castle with a meeple on it is worth **1 point** for the **castle** plus **1 point** for each **surrounding tile with mist on it**.
- There is **no final scoring** for meeple on cemeteries.

After the final scoring, the player with the most points is the winner. Congratulations!
(In the case of a tie there are multiple winners.)

You can combine **Ghosts, Castles and Cemeteries** with other expansions. However, do so 'at your own risk' – there will not be any official rules for doing so.

Do you have questions left?
Write an email to **info@hans-im-glueck.de**

Have fun while playing!